- The first player who has said, "Snap", "It", and "Up", and who has correctly completed 3 sets, wins the game.
- If any sets are incorrect, return the cards to the draw piles and continue game play.

Note: Coin cards sometimes show heads and tails. This should help children learn and identify individual coins.

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LEARNING
RESOURCES ${ }^{\circ}$


## Still Reinforcement:

- Identifying Coins
- Addine Coins
- Subtracting Coins
- Counting Coins

Indudes
85 Color-coded Cards

## For 2 or more players Made in China.




## Object of the Game

Add or subtract the coins using up to 3 coin cards to match the amount shown on the value card on the top of the center pile. A correctly completed match is a set. Collect 3 sets to win!

## Set lp:

- Place the orange value cards face-down in a pile in the center of the play area.
- Divide the black coin cards evenly, giving each player a pile.
- Each player starts with 3 coin cards in his hand. He stacks the rest of his cards face down in a pile to the left. This is his draw pile.


## Game Play

- One player turns the top center pile card over in the center of the table and says, "Go!"
- All players simultaneously try to make a card set using 1,2 , or 3 coin cards from their hands and the top value card from the center pile.
- If any player cannot make a set, he discards any one card to his left and takes a new card from his draw pile. Players continue to draw and discard until someone can make a set. Players may never have more than 3 coin cards in their hands at one time. When a player runs out of coin cards in his draw pile, he can draw from the discard pile of the player to his right.
- If a player can make a set, he takes the value card from the center and says, "Snap!" He immediately turns over the next center value card. Then the player sets the completed set aside and draws new cards to replace the cards used in the set.
- When a player makes his second set, he says "It" and takes the value card from the center pile. When a player makes his third set he says, "Up" and takes the value card from the center pile.

